

Ear to the Ground

I am in frequent contact with people in my chosen segment of society. These people might be associated with the criminal underworld, the rough-and-tumble folk of the streets, or members of high society. This connection comes in the form of a contact in any city I visit, a person who provides information about the people and places of the local area.



ARMOR: X LIGHT X MEDIUM X HEAVY X SHIELDS OTHER: WEAPONS: X SIMPLE X MARTIAL OTHER:

12	Languages
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Tools & Others

Common	
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Painter's Supplies Thieves' tools Shawm

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nen I make a melee attack again	st a c	reatu	re, I don't provoke opportunity attac	ks frow
at creature for the rest of the tu	ırn, u	vhethe	er I hit or not. [+10 ft speed]	
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🍞 Exhaustion

LEVEL	EFFECT (CUMULATIVE)	
1	Disadvantage on Ability Checks	Finishing , the exhaus provided t some fool
2	Speed halved	D II G A
3	Disadvantage on Attack Rolls and Saving Throws	LONG HAT YO
4	Hit Point maximum halved	; REST LEVEL I OU AL: DRINK
5	Speed reduced to 0	REDUCES BY 1, SO INGES
6	Death	ouces 1, Ngested

TConditions

	Blin	nded				
_			involving			
	disa	dvantage	e. Enemy at	tacks h	ave advar	itage.

Charmed Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

Deafened Fail checks involving hearing.

Frightened Disadvantage to checks/attacks while source of fear is in sight. Can't willingly move closer to the source of fear.

Grappled
Speed drops to 0, regardless of any bonus.

Incapacitated
Can't take actions or reactions.

Invisible

Can't be seen, but noise and tracks. Attacks have advantage, enemy attacks disadvantage.

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

Petrified

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison/disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

Poisoned

Disadvantage on attack rolls and ability checks.

Prone

Crawl (at % speed) or stand up (costs % speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

Restrained

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

Stunned Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

Unconscious
Incapacitated. Can't move or speak. Unaware
of surroundings. Drop everything. Fail Str
and Dex saving throws. Enemy attacks have
advantage. Enemy attacks within 5 ft are
critical hits.

Combat Rules

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Dash	Action	Gain your speed as extra movement for this turn.
Disengage	Action	Your movement doesn't provoke opportunity attacks for this turn.
Dødge	Action	Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn.
Escape	Action	Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.
Help	Action	Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.
Hide	Action	Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.
Overrun*	Action or Bonus Action	Move through opponent's space once by winning opposing Str (Athletics) check. Advantage if you are larger and disadvantage if you are smaller.
Ready	Action	Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readying a spell requires concentration.
Search	Action	Search for something with a Wis (Perception) or Int (Investigation) check.
	Action or Bonus Action	Move through opponent's space once this turn by winning opposing \ensuremath{Dex} (Acrobatics) check.
Use Object	Action	You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).
Disarm*	Attack	Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is held by two hands. A larger opponent has advantage, smaller has disadvantage.
Grapple	Attack	With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.
Mark*	Melee Attack	Mark target of a melee attack. Next opportunity attack against the mark before the end of your next turn has advantage and doesn't use a reaction.
Shove	Attack	Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side.*
Move Grappled	Move	Bring grappled opponent along as part of your move. You move at half speed unless the opponent is two or more sizes smaller than you. in the Dungeon Master Guide (and is therefore not eliqible in Adventurer's League play).

Maçıc Items

Magic Item: Gauntlets of Ogre Power	[DMG 171] 🗸 ATTUNED
1y Strength score is 19 while I'm wearing these gauntle	ts, provided that my Strength is
ot already 19 or higher.	
Magic Item: Periapt of Health	[DMG 184]
am immune to contracting any disease while I wear th vith a disease, the effects of the disease are suppressed v	
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Extra Equipment

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Tharacter History

Ruin (alias) is a Dwarf Battle Master Fighter. He is strong, but for a dwarf he is also surprisingly agile. He isn't the smartest, nor the wisest, nor the most charming, but he does have a way of winning people over unintentionally. It's never fast, but slow and then all at once.

Ruin traveled with an adventuring party for many of his younger years. Within the adventuring party he made friends of a lifetime. But the world has moved on, and so have most of his party members. Only one remains alive besides Ruin; Elara the Elven Beast Master Ranger, and she will undoubtedly be the last with an elf's lifespan and because Ruin waits patiently at death's door. It's been over a decade since he last saw Elara. He only sees her when she comes to see him.

The last member to pass was Vex (alias), the Gnome Divination Wizard. Ruin and Vex had a very tumultuous beginning, practically despising each other. Vex disliked his nonchalant, unserious, and immature behavior. Ruin disliked her overly serious, meticulous, and structured ways. The only enjoyed two activities together, which neither would admit. Creating strategy for battle and fighting with each other. Over time they found each other to be reliable party members. But slowly then all at once friends, partners, and inevitably the loves of each other's lives.

When their days of adventuring slowed down, to avoid any notice from some of the more dubious dark dealings they participated in when the moral compass of the group Arin the Human Cleric had long grown old and passed, they chose aliases for each other. Ruin because of his inability to not interrupt Vex during her ritual spells, and Vex because no matter what he did, she would act as if it was a deliberate and personal attack to Vex her. Playful names and playful jabs of an ancient couple who had run out of real issues to fight about.

Vex died from a slow curse that went unnoticed too long for it to be stopped. An echo from a past adventure. On her death bed Ruin told her that he could not go on without her. She told him that he must, for she dreamed of one final adventure he must be present for. She gave him a magical locket that would stop any disease from spreading, so he would be sure to last until that adventure showed up on his doorstep.

On one side of the locket is a picture of their old adventuring party standing atop an unrecognizable monstrous corpse, the full 7 of them. On the other side, was a picture of Ruin and Vex in their younger years, seemingly yelling at each other in the photo, them each dual wielding mugs of ale as they clashed together, forming a splash suspended in the captured moment.

Although Vex gave him these instructions directly, she also wrote a letter to him so he would be able to remind himself why he presses on through time without her. The letter is a reassurance that she believes in him, she believes she will see him again, that one day the last adventure will find him, and he will know what to do once it reaches him. No differently than Ruin has always known what to do when the world turns upside down.



Character Portrait

Appearance

TEnemies **

🐬 Allies & Orçanizations

Supporter of Kelemvor and his followers, in honor of Arin.

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OG Party:	:	
Vex	- (wife)	- Gnome Divination Wizard
Arin	- (moral compass)	- Human Life Cleric
Elara	- (still alive)	- Elf Beast Master Druid
Fen	- (Elara's companion)	- Wolf
Grizz	- (teddy bear)	- Half-Orc Berzerker Barbarian
Thrain	- (insecure)	- Half-Elf College of Lore Bard
Kaela	- (aloof & clever)	- Tiefling Arcane Trickster Rogue



